Disney · PIXAR

WALL·E

INSTRUCTION BOOKLET

THQ

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 console always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-55184

1-4 Players • Memory Card (8MB) (for PlayStation®2) : 109KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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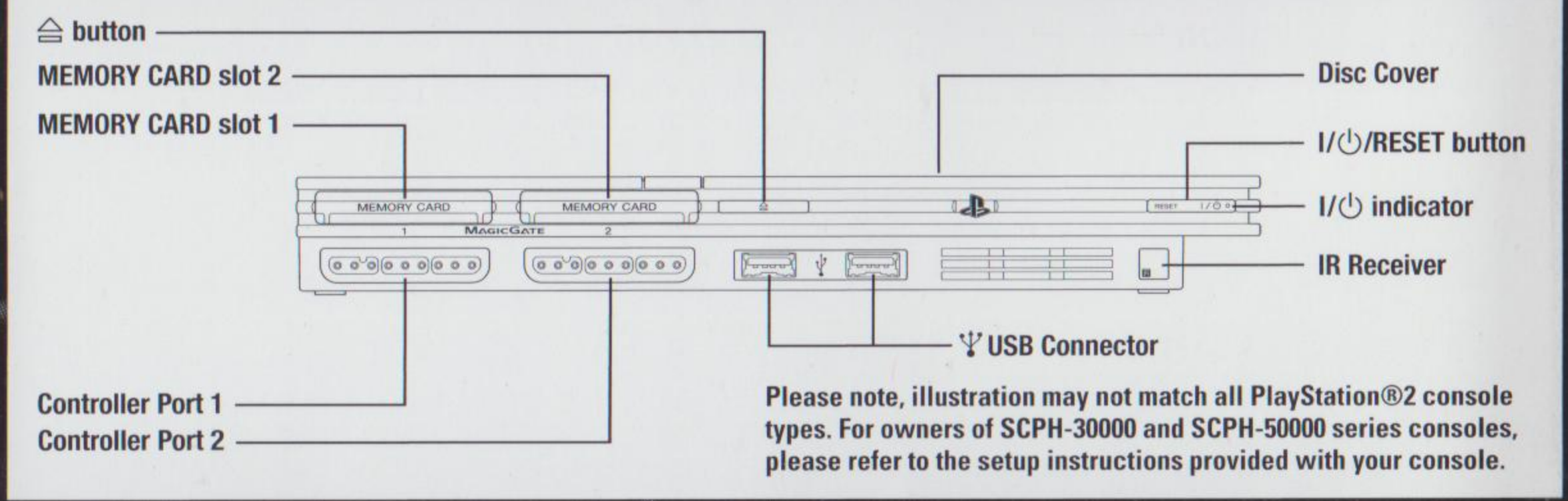
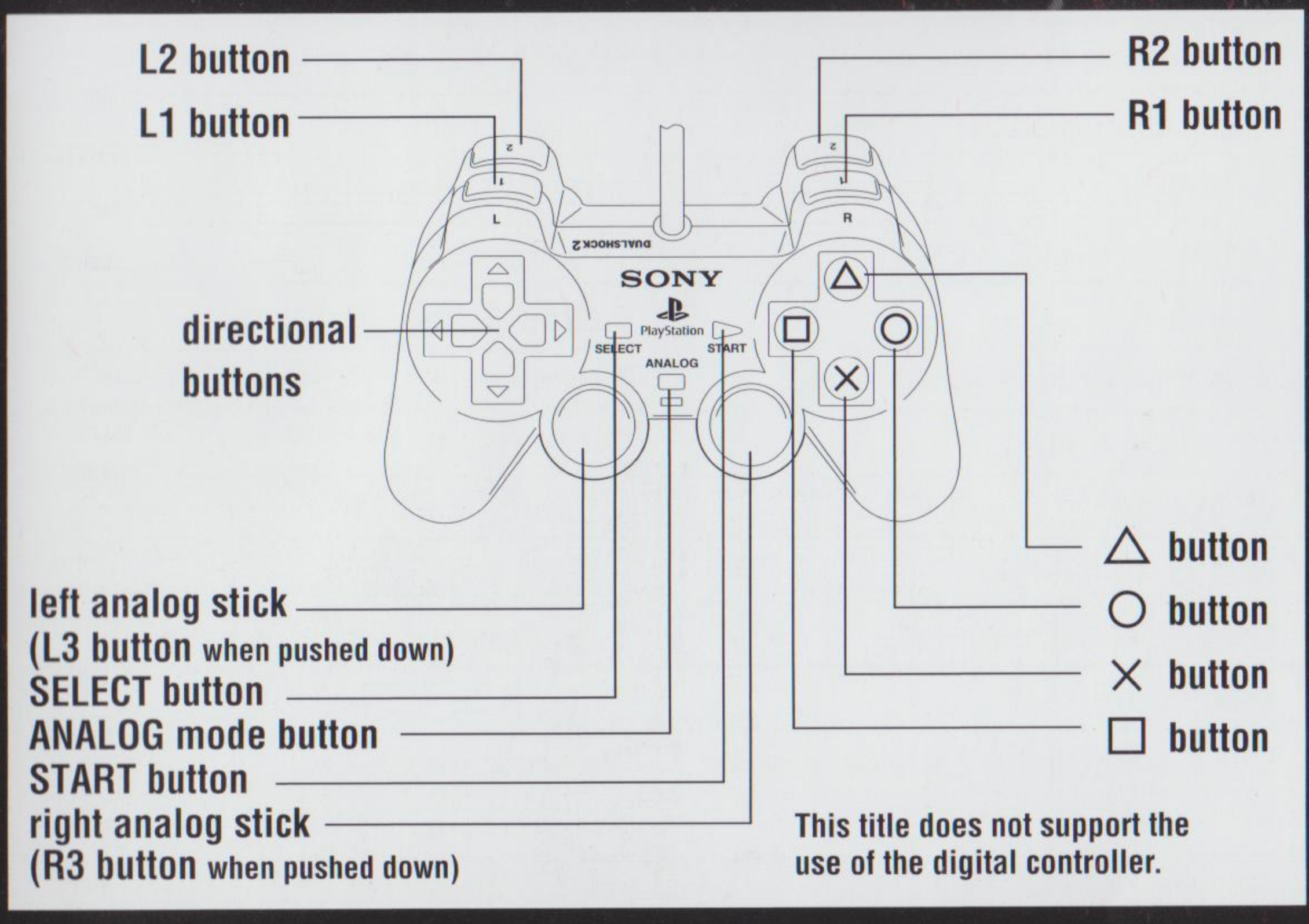
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the console is turned on (the ⏻ indicator is green). Press the ⏏ button to open the disc cover. Place the Disney·Pixar ***WALL•E*** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software. Please make sure there is enough space on your memory card (8MB) (for PlayStation®2) before commencing play.
It is advisable that you do not insert or remove accessories while the power is turned on.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



Main Menu / Pause Menu Controls	
Left analog stick	Highlight Menu Selection
Directional buttons	Highlight Menu Selection
⊗ button	Confirm Menu Selection
△ button	Return to previous menu / Return to game

CONTROLS

Game Controls | WALL•E	
Left analog stick	Move WALL•E
Right analog stick	Camera Controls
⊗ button	Jump / Exit Ramps
◉ button (Hold)	Box Form
▣ button	Action Button
▣ button holding cube (Hold)	Drop cube
▣ button holding cube (Tap)	Throw cube
△ button	Laser
L1 button (Hold)	Charm Reject Bot
R1 button (Hold)	First Person View
L2 button	Bring HUD up
R3 button (Click right analog stick)	Reset Camera
START button	Pause Menu
SELECT button	Global Map / Mission Information

Game Controls | EVE	
Left analog stick	Move EVE / Take aim
⊗ button / △ button	Fire Laser
R1 button	Accelerate
START button	Pause

THE STORY SO FAR

In the future, the Earth is ravaged by pollution, trash, and mass consumerism. A single benevolent corporation called Buy n Large runs all government and business. Robots designated as Waste Allocation Load Lifter Earth-Class or WALL•E have been created by BnL to clean the planet while the humans "vacation" on the luxury BnL space cruisers, one known as the Axiom. The cleanup was supposed to take only 5 years, but 700 years have passed since the humans left and the Earth is still a desolate wasteland. The only living thing left is a cockroach and a lone WALL•E robot that is still functioning. For the past 700 years, WALL•E has been on Earth performing his directive day after day, compacting trash and organising it.

Until one day something different happens. A ship lands on Earth and deploys an Extra-terrestrial Vegetation Evaluator or EVE. EVE is sleek and well designed, a totally different robot than WALL•E. WALL•E is instantly smitten.

EVE's directive is to find evidence that Earth can support life. She is there to find a plant. Once she does, she is taken away. Now WALL•E must decide to take the biggest step in his life and leave what he was programmed to do, and follow his heart to find out what he was meant to do.

MAIN MENU

Play Game	Once you have completed the tutorial, selecting Play Game brings you to the Chapter Selection Menu.
Options	See page 8 for more information on options.
Cheats	Enter cheats that you have unlocked with the points that you have earned. You can also enter codes here.
Minigames	Once you've unlocked a minigame, you can select it here.
Bonuses	Once you've unlocked extra content, you can view it here.

GAME SCREEN

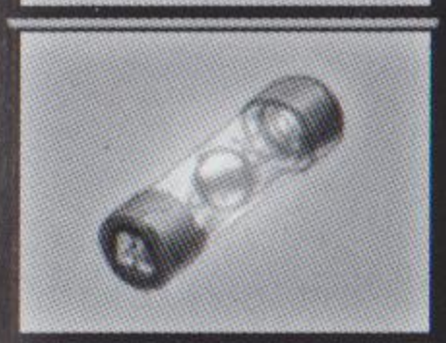
1. Time
2. Energy Collection and Crate Destruction Status
3. BnL Crates
4. WALL•E's Life Bar
5. Laser Gauge
6. Speed Indicator

ITEMS

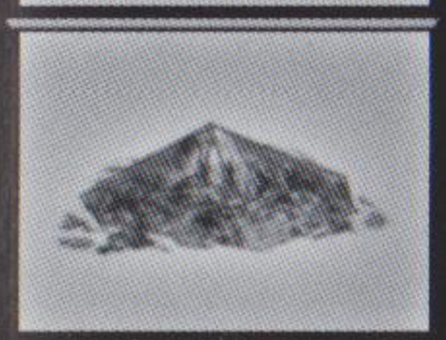
Sunbeam: Stand under a Sunbeam to replenish all of WALL•E's health.

Health Charge (Yellow): WALL•E can replenish his health by collecting Health Charges. They can be found in Red or Gray BnL Crates.

Energy Charge (Blue): Energy Charges are used to open Energy-locked doors. Look for them when you destroy Blue BnL Crates.



Laser Charge (Red): Laser Charges replenish WALL•E's laser gauge. Look for Laser Charges when you destroy Red or Gray BnL Crates. You may also collect these from the Laser Recharge Stations.



Artifact: Collect artifacts while on Earth and on the Axiom. When you collect an artifact, you are rewarded with a humorous animation of WALL•E. You can only collect an artifact after you have seen it in First Person View mode.

Junk Piles: Junk Piles can be used to create multiple cubes.

Junk Cube: WALL•E can create Junk Cubes from Junk Piles and use them to interact with objects in the environment.

Magnetic Cube: Throw a Magnetic Cube and watch what happens. The stored magnetic power in the BnL cube will stun enemies and move larger Magnetic Cubes.

Explosive Cube (Red and Yellow): WALL•E can throw an Explosive Cube to destroy multiple enemies at once. True enemies like the Stewards and OP-T Bots are destroyed whereas others will be stunned by an Explosive Cube. Be careful! WALL•E will take damage if he is within the blast radius of an Explosive Cube.

BnL Cube Generator: These generators create cubes. They can create Normal, Explosive, or Magnetic cubes depending on the type you find. On Earth, the BnL Cube Generator only creates Explosive cubes.

BnL Crate: BnL Crates contain collectibles like Health Charges, Laser Charges, and /or Energy Charges.

MINIGAMES

Minigames are automatically unlocked as you progress through the main game. There's also a Championship Mode to compete in. Following are some of the Minigames you can unlock. Try to unlock them all!

Spaceship Shootout: Destroy the specified target objectives within the time allotted.

Heavy Traffic: Cross the human highways before your opponent.

Plant Collection: This is a split screen minigame. Collect as many plants as possible to defeat your opponent.

High Speed Flight: Another split screen minigame, put your flight skills to the test by trying to beat your opponent in a head-to-head racing challenge.

WALL•E's Race: See who's the fastest WALL•E in this split screen racing minigame.

OPTIONS

Game: Turn Vibration On / Off or Invert the Camera Control. The flight controls can also be inverted.

Sound: Adjust music, sound effects, and dialog volume.

Video: Select your TV's aspect ratio and adjust your screen either horizontally or vertically.

Credits: View the names of the people who worked on the game.

Profiles: Load, create, or delete your profile. Profiles keep track of your saved games.

Note: Disney·Pixar ***WALL•E*** uses an autosave feature to save your progress.

PAUSE MENU OPTIONS

Press the ▶ START button at any time during the game to pause the action and bring up the following menu. Use the left analog stick or directional buttons to highlight an option. Press the ⊗ button to select that option.

Resume	Get back into the game.
Controls	View the Game Controls.
Options	Access the Options Menu to adjust settings or view the credits. Profiles cannot be managed from the Pause Menu.
Change Chapter	Quit to the level selection menu to play a different level. You can only select levels that have already been completed.
Quit Game	Quit and return to the Main Menu.

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WALL•E

Dance 'N Tap WALL•E

Clean 'N Go M-O

U-Repair WALL•E

Cube 'N Stack WALL•E

Space Adventure WALL•E

DELUXE POSEABLE ACTION FIGURES

Search 'N Protect EVE

Captain

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